

Reply to Office Action mailed November 13, 2008

### Amendments to the Specification

Please amend the paragraph beginning at page 2, line 18 and ending on page 3, line 2 with the paragraph shown below in marked-up form:

Processes of the prior art attempted to solve some of these problems by using chemical additives. For example, U.S. Pat. No. 4,285,994 4,285,984 ("Pearce") discusses a process for production for free flowing dust-free pigments, a process comprising tumbling together a finely divided wax composition a powdered pigment so that the wax absorbs the pigment, and a nucleated pigment comprising a spray-chilled wax composition. Also, U.S. Pat. No. 4,375,520 ("Pennie") discusses treatment of particles with a solid low-molecular weight polymer and a liquid polymer substance.

Please amend the paragraph beginning at page 25, line 18 and ending on page 26, line 7 with the paragraph shown below in marked-up form:

Certain test trials were conducted and comparative examples are articulated below showing the effectiveness effective of embodiments of the current invention. Flow was determined by measuring the drain time in seconds from a cylindrical hollow vessel (volume 50 or 100 gm) with a 60 deg. conical base through a defined bore (generally 10 mm). Dust values were assessed as a weight in comparison with the powder weight. The dust characteristics of a powder or pellet may be measured using a Heubach Dustmeter. The fine dust discharged from a rotating drum, through which an air stream flows at a defined rate, is determined gravimetrically on a glass fiber filter. By making measurements after differing exposure times, the dust generation profile may be plotted as a function of mechanical loading. The dust values are assessed as a weight in comparison with the powder. The visual observation of dust on transfer between containers is also used by way of comparison. Dispersion comparisons through a Brabender Extruder and into this polymer film are consistent with the unprocessed code standard pigment.